

# Fallen Angels

Code: Dmtyoo  
Graphics & Music: Marcus Loebyer  
U235 Sound Engine: Linkwatch  
Beta Test: JagOrms

## Instructions:

Humanity is at war with a race of ugly aliens. In the game, you're on a rescue mission to save the pilots who have been shot down during battle. You must rescue a quota of 10 pilots in regular missions. There are fewer pilots to rescue in the first mission.

To rescue a pilot, you've to locate its ship using your radar. Land nearby the ship. Disable your shield to let the pilot reach your ship. If you enable your shield while the pilot's running, it'll fry the pilot. Open the airlock when the pilot bangs on the door. If you wait for too long, the pilot will melt in the toxic atmosphere. Once the pilot is inside the ship, the shield is reactivated automatically. The pilot will give you a bit of energy. There are also ace pilots, recognizable at their golden suits, who will give you more energy. They are also worth more points.

Once your quota is reached, the mothership will make regular fly-bys. Use your boosters to reach the mothership. The boosters don't activate if the mothership isn't reachable or your altitude is too low.

The mothership will also make fly-bys if you're low on energy.

If you fly back to the mothership before reaching your quota, you won't score any point and you'll restart at the same level.

If you rescue pilots above quota, you'll get bonus points.

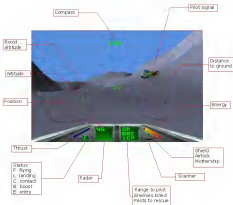
Beware of enemy turrets and drones. Turrets shoot at you if you're within their range. You can destroy them with your plasma gun. Your scanner tells you if a turret has a lock on you. Drones fly towards you ship and explode, inflicting great damage. Turrets and drones don't see you when you shield is disabled.

## Controls:

- arrow: turn
- A: accelerate
- C: brake
- B: fire
- 1: land
- 2: enable/disable shield
- 3: open/close airlock
- 7: booster
- Q and W: self-destruct
- space: pause the game

## How to load the game to the Jaguar!

You can load the game to your Jaguar using a Skunkboard or a BUL kit. You can also convert the game into a bootable CD image using MPP1.  
<http://insbook.slan.org/newsbook/jff.htm>



## Greetings

Gunnar, CyrusL, shi-ng, Shamus, Tuna, Daidoc, VladR, 30px and all the people at AeonAge and Jaguar Sector 2

## Links

AeonAge: <http://www.aeonage.com/>

J52: <http://www.jaguarsector.com/index.php?>

Hamless Lion Soundboard page: <http://www.hamlesslion.com/cgi-bin/coolsoft.cgi?110>

VirtualJaguar: <http://www.kn.org/virtualjaguar/>

Jagwars: <http://www.jagwars.org/>

UGP: <http://www.ugp3.com/>

Reboot: <http://thegoodstern.org/>

My page: <http://www.burmesable.fr/dmtype/jaguar/>